

Strategic Review - Solo Dungeon Adventures Tables

The earliest recorded instance of anything resembling modern dungeon generation comes from the first issue of *Strategic Review*, released in 1975, predating both *D&D*'s and *Tunnels & Trolls*' take on the subject. The issue featured a random dungeon generator developed by Gary Gygax in the form of tables that solo players could consult. It was titled *Solo Dungeon Adventures*; the player would roll dice, and, depending on the result, they'd add a different element to the dungeon, detailed on the tables.

These were, then, the first "algorithm" used to create procedurally generated dungeons. This primitive algorithm detailed some base rules to use when consulting the tables, such as:

- The upper level of the dungeon should be completely planned out, not random, and always include the outdoor encounters and a staircase in the approximate middle to access the dungeon proper.
- The first level of the dungeon should begin with a room in the middle of the graph paper used by the player.
- Players must not generate dungeons outside the limits of their graph paper, and "common sense" is crucial. For instance, should a die roll lead to a room outside the paper's edges, it should be re-rolled until an appropriate room is generated.

Below are the eight tables described in *Strategic Review*:

Table 1. Periodic Checks	
Die Roll (D20)	Result
1 - 3	Continue straight, check again in 60'.
4 - 7	Door (see Table 2).
8 - 10	Side passage (see Table 3), check again in 30'.
14 - 16	Chamber (see Table 5).
17	Stairs (see Table 6).
18	Dead End (walls can be checked for secret exits, see the footnote of Table 5).
19	Trap (see Table 7), passage continues, check again in 60'.
20	Wandering Monster (from <i>D&D Vol. III</i>), check what lies again for the monster's spawn direction to be determined.

Table 2. Doors*			
Table 2.1. Location of Door		Table 2.2. Space Beyond Door	
Die Roll (D12)	Result	Die Roll (D12)	Result
1 - 4	Left.	1 - 2	Parallel passage or room if the door is ahead.
5 - 8	Right.	3	Passage straight ahead.
9 - 12	Ahead.	4	Passage 45 degrees from ahead to behind.
		5	Passage 45 degrees from behind to ahead.
		6 - 12	Room (see Table 5).

* If what's beyond the door isn't a room, check Table 1 again 30' after the door.

Table 3. Side Passages			
Table 3.1. Type of Passage		Table 3.2. Passage Width	
Die Roll (D12)	Result	Die Roll (D12)	Result
1	Left, 90 degrees.	1 - 7	10'.
2	Right, 90 degrees.	8 - 10	20'.
3	Left, 45 degrees ahead.	11	30'.
4	Right, 45 degrees ahead.	12	50'.
5	Left, 45 degrees behind.		
6	Right, 45 degrees behind.		
7	Left, curved, 45 degrees ahead.		
8	Right, curved, 45 degrees ahead.		
9	T-shaped passage.		
10	Y-shaped passage.		
11	Four-way intersection.		
12	X-shaped passage. If the current passage is vertical or horizontal, pass through the X, making a fifth passage.		

Table 4. Turns	
Die Roll (D12)	Result
1 - 4	Left, 90 degrees.
5	Left, 45 degrees ahead.
6	Left, 45 degrees behind.
7 - 10	Right, 90 degrees.
11	Right, 45 degrees ahead.
12	Right, 45 degrees behind.

Table 5. Chambers & Rooms		
Table 5.1. Shape & Area		
Die Roll (D12)	Chamber Shape & Area	Room Shape & Area
1	Square, 20' x 20'.	Square, 10' x 10'.
2 - 4	Square, 20' x 20'.	Square, 20' x 20'.
5	Square, 30' x 30'.	Square, 30' x 30'.
6	Square, 40' x 40'.	Square, 40' x 40'.
7	Rectangular, 20' x 30'.	Rectangular, 10' x 20'.
8 - 9	Rectangular, 20' x 30'.	Rectangular, 20' x 30'.
10	Rectangular, 30' x 50'.	Rectangular, 20' x 40'.
11	Rectangular, 40' x 60'.	Rectangular, 30' x 40'.
12	Unusual shape and area, check Table 5.2.	

Table 5.2. Unusual Shape & Area (Roll Separately)		
Die Roll (D12)	Shape	Area
1 - 3	Circular.	About 500 sq. feet.
4 - 5	Triangular.	About 900 sq. feet.
6 - 7	Trapezoidal.	About 1300 sq. feet.
8 - 9	Odd-shaped*.	About 2000 sq. feet.
10	Oval.	About 2700 sq. feet.
11	Hexagonal	About 3400 sq. feet.
12	Octogonal.	Roll again and add the result to 11. Double 11 if another 12 is rolled, roll again.

* Draw any desired shape or shape to fill the map.

Table 5.3. Number of Exits (Passages in Chambers, Doors in Rooms)		
Die Roll (D6)	Room Area	Result
1	Up to 600'.	1
1	Above 600'.	2
2	Up to 600'.	2
2	Above 600'.	3
3	Up to 600'.	3
3	Above 600'.	4
4	Up to 1200'.	0*
4	Above 1200'.	1
5	Up to 1600'.	0*
5	Above 1600'.	1
6	Any size.	1 - 4, roll D4 to determine.

* A search for a secret door can be made. For every 10' of wall roll a D12 -- a 1 indicates a secret door has been found, a 12 indicates a wandering monster has come in.

Table 5.4. Location and Direction of Exits (Roll Separately)		
Die Roll (D12)	Location*	Direction**

1 - 5 Opposite wall. Straight ahead.

6 - 8 Left wall. Straight ahead.

9 - 11 Right wall. Straight ahead, 20' wide.

12 Same wall. 45 degrees left/right.

* If a passage or door is indicated in a wall where the space immediately beyond the wall has already been mapped then roll a D6. The exit is then either a secret door (1 - 2) or a one-way door (3 - 6).

** If the exit is a door, use Table 2.2 instead.

Table 5.5. Contents	
Die Roll (D20)	Contents
1 - 12	Empty.
13 - 14	Monsters only.
15 - 17	Monster and treasure (see Table 5.6).
18	Special* or empty.
19	Trap (see Table 7).
20	Treasure (see Table 5.6).

* Insert a sealed envelope indicating room contents which can be prepared for you by any willing person, and open the envelope when indicated above.

Table 5.6. Treasure		
Die Roll (D100)	Without Monster	With Monster
01 - 25	1000 copper pieces per level.	According to the type indicated in <i>D&D Vol. III</i> for "Outdoor Adventures" with proportional adjustments for dice numbers.
26 - 50	1000 silver pieces per level.	
51 - 65	750 electrum pieces per level.	
66 - 80	250 gold pieces per level.	
81 - 90	100 platinum pieces per level.	
91 - 94	1 - 4 gems per level (roll D4).	
95 - 97	1 piece of jewellery per level.	
98 - 00	Magic (roll on <i>D&D</i> table).	

Table 6. Stairs	
Die Roll (D20)	Result
1 - 5	Down one level (roll a D12; 1 means a door which closes exit for the day).
6	Down two levels (roll a D10; 1 means a door which closes exit for the day).
7	Down three levels (roll a D8; 1 means a door which closes exit for the day).
8	Up dead end (roll a D6; 1 means a collapsing chute down one level).
9	Down dead end (roll a D6; 1 means a collapsing chute down two levels).
10	Chimney up one level, passage continues, check again in 30'.
11	Chimney up two levels, passage continues, check again in 30'.
12	Chimney down one level, passage continues, check again in 30'.
13	Chimney down two levels, passage continues, check again in 30'.
14 - 18	Trapdoor down one level, passage continues, check again in 30'.
19 - 20	Trapdoor down two levels, passage continues, check again in 30'.

Table 7. Traps	
Table 7.1. Type of Trap	
Die Roll (D20)	Result
1 - 5	Secret door: non-elf locates 1 in 6, elf locates 2 in 6, magical device locates 5 in 6 (then see Table 2). Unlocated secret doors go to option below.
6 - 7	Pit, 10' deep, 3 in 6 fall in.
8	Pit, 10' deep, with spikes.
9	20' x 20' elevator room (party has entered the door directly ahead and is in the room), descends one level and will not ascend for 30 turns.
10	As 9 above, but descends two levels.
11	As 9 above, but descends 2-5 levels, one upon entering and one additional level each time an unsuccessful attempt at door opening is made, or until it descends as far as it can. Will not ascend for 60 turns.
12 - 14	Wall 10' behind slides across passage blocking it for from 10 - 60 (D6) turns
15	Arrow trap, 1 - 6 arrows, roll for each to see if it hits, 1 in 6 is poison.
16	Spear trap, 1 - 3 spears, roll for each to see if it hits, 1 in 12 is poison.
17 - 19	Gas, party has detected it, but must breathe it to continue along the passage as it covers 60' ahead. Mark map accordingly regardless of turning back or not (see Table 7.2).
20	Use a trick/trap from a sealed envelope, make up one of your own, or roll again until a 1 - 19 turns up.

Table 7.2. Type of Gas	
Die Roll (D12)	Result
1 - 5	Only effect is to obscure vision when passing through.
6	Blinds for 1 - 6 turns after passing through.
7	Fear: run back 120' unless save vs. Magic is made.
8	Sleep: party sound asleep for 2-12 turns.
9 - 10	Strength: adds a D6's worth of points of strength to all fighters in the party for 10 - 40 (D4) turns.
11	Sickness: return to surface immediately.
12	Poison: save vs. Poison or dead.

Table 8. Caves & Caverns (Optional Lower Floors, 1 in 6 chance for Monsters)	
Table 8.1. Size	
Die Roll (D12)	Result
1 - 3	Cave about 40' x 60'.
4	Cave about 50' x 75'.
5	Double cave: 20' x 30' and 60' x 60'
6	Double cave: 35' x 50' and 80' x 90', roll for pool (Table 8.2).
7 - 9	Cavern about 95' x 125', roll for pool (Table 8.2).
10	Cavern about 120' x 150'.
11	Cavern about 150' x 200', roll for pool (Table 8.2).
12	Mammoth cavern about 250'-300' x 350'-400', roll for lake (Table 8.3).

Table 8.2. Pools	
Die Roll (D12)	Result
1 - 5	No pool.
6 - 7	Pool, no monster.
8 - 9	Pool, monster.
10 - 11	Pool, monster and treasure.
12	Magic pool (see Table 8.4).

Table 8.3. Lakes	
Die Roll (D12)	Result
1 - 5	No lake.
6 - 8	Lake, no monsters.
9 - 11	Lake, 1 - 4 (D4) monsters, 4 in 5 chance of treasure..
12	Enchanted lake (leads to another dimension if map is available, otherwise treat as lake with monsters). Has 2 - 5 (D4 + 1) monsters.

Table 8.4. Magic Pools	
Die Roll (D12)	Result*
1 - 3	Turn gold to platinum (1 - 3) or lead (4 - 6), one time only.
4 - 6	Will on a one-time-only basis add (1 - 3) or subtract (4 - 6) from one stat of all who stand within it. Roll a D6 for the stat to affect: 1 = Strength, 2 = Intelligence, 3 = Wisdom 4 = Dexterity, 5 = Constitution, 6 = Charisma (Add or subtract 1 - 3 points (D6, divided by 2 if over 3), checking for each character as to addition/subtraction, stat, and amount).
7 - 9	Talking pool which will grant 1 wish to characters of its alignment, damage others from 2 - 12 points. Roll a D6 for the alignment of the pool. 1 - 2 is lawful, 3 - 4 is neutral, 5 - 6 is chaotic. Wish can be withheld for up to 1 day.
9 - 12	Transporter pool. Roll a D6. 1 - 2 is back to surface, 3 - 4 is one level down, 5 - 6 is 100 miles away for an outdoor adventure.

* Characters must enter the pool in order to discover its effect.